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# Social Hour

— Let's make the most out of your —  
free time

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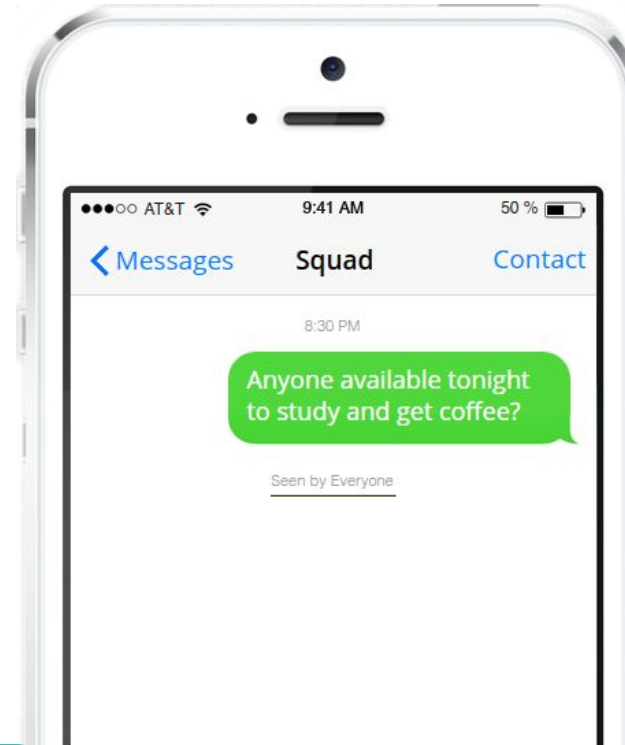
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# Team Members

- Michael Rinehart
  - Project Manager, Server Administrator
- Rocco Ordille
  - Server Administrator, Data Scientist
- Dylan Zeller
  - Software Engineer, Mobile Developer
- Gavin Sentak
  - User Experience Designer, Mobile Developer

# Problem Statement

- **Coordinating casual, impromptu hangouts are difficult**
  - Communication and coordination inefficient and time-consuming
- **Many people are frustrated with the in-depth usage requirement of modern social networks**
  - Public needs a social platform that serves to **augment** social life, **not replace** it
    - Facebook, Twitter and Instagram all revolve around feeds generating much more content than needed
    - We want to eliminate intellectually absent scrolling down of the feed
    - Once the user is finished using the tool, experience the benefits of the platform outside the app



# Project Scope - Cycle 1

- **Platform-agnostic Calendar Interface**
  - A calendar will be developed utilizing the Google Calendar API to allow syncing between phone and desktop calendars
  - The calendar allows users to plan their schedules and automatically update with upcoming events and availabilities of friends
- **Mobile Application**
  - An Android application will be developed using Android Studio and React Native to allow users to access the app and manipulate their accounts
- **Friend Lists/Groups**
  - Users will be able to add friends and join groups so users can be notified of upcoming events or invites from friends/groups

# Project Scope - Cycle 1

- **Social Networking**

- users can tag their events with specific keywords and based on previous events attended Social Hour can recommend events with the use of tags
- Intense data analytics will be employed to suggest possible friend groups based on types of events attended, mutual friends, and group membership

- **Database/Server**

- A MongoDB installation (hosted on the Drexel Server) server will be implemented to store user data
- We plan on using RoboMongo to interface with the data storage

[illegible]

# Resources Required

- Minimum, to get Social Hour started:
  - Google Play Developer registration (one-time fee of 25\$)
  - Domain registration for Social Hour's website (10-40\$)
  - Server hosting of MongoDB for database management
- Eventually:
  - Apple Macbook with XCode installed to target iOS
  - App Store Developer registration (100\$ per year) to target iOS
  - Server hosting of full website with identical functionality to mobile app

# Key Concepts

- Events
  - Individual Scheduled blocks of time
- Permission System
  - Each event has a permission level
  - At the user's preference different people can see different details regarding the event
- Friends
  - People that have elevated privacy privileges
  - Your friends list is anonymous, unless you're mutual friends with an individual
- Groups
  - Users can join groups that revolve around classes, entire universities, clubs, friend groups (known as "squads" in the application) and fraternities / sororities



# Target Users

- Initial Target Users: University Students
  - Possibility of users to join multiple hierarchies of groups (universities, courses, sections, etc.) allows for universities as a whole to develop a social network that can augment classroom procedures, including allowing students to share notes and coordinate study sessions and lab completion times
  - However, as Social Hour grows we plan on targeting users belonging to any organization
- End Goal: Implementation of Social Hour on a larger scale
  - Entire organizations will be able to implement the platform, establishing an official hierarchy of groups for users to join, and automatically schedule mandatory events (such as class times, company meetings, etc.)

# Project Activities

- Develop application to target the Android Operating System
  - Implementation for users to:
    - Create accounts (users can link accounts to Google, or just use email & password)
    - Build Schedules
    - Organize Events
    - Interact with other users
- Design and develop basic website that serves as an advert for the app
  - Only one page, containing:
    - Inspirational mission statement
    - Testimonials from users
    - Picture of U.I.
    - Links to Google Play (and later, the App Store)
- Implement database to manage user account data and activities

# Dependant Technologies

- Data Management
  - MongoDB
    - Open-source cross-platform document-oriented database software
  - Robomongo
  - Both technologies published under the GNU AGPL and the Apache License
- Google
  - Google Calendar
    - Start with dependence, transition to augmentation
  - Android Operating System
  - Android Studio
  - Android Development Kit
- Eventual plans to target iOS and macOS